A Quick Overview of Baseball

The American game of baseball evolved from the English game of "rounders" in Hoboken, New Jersey on June 19, 1846.

The game is played with two teams of nine men each. The "home" team will initially take positions in the field while the other "visiting" team is "at bat." The field positions are shown below.

The objective of baseball is for one team to score more points than the other team by the end of the game. A point is scored only by the team "at bat" advancing a player around the bases (in sequence) and back to "home plate."

When the team at bat collects 3 "outs" (explained below) then they take their positions in the field and the field team takes its turn at bat. When both teams have each finished their turns at bat (by getting 3 outs), it is the end of an "inning." The "top" and "bottom" of an inning are terms relating to whether the 1st or 2nd team is at bat. There are 9 innings in a ball game. If the score is tied (even) at the end of the ninth inning, additional complete innings will be played until one team is ahead of the other at the end of an inning.

The pitcher throws (pitches) the baseball to the catcher standing behind home plate. The *batter standing at home plate attempts to hit the ball with his bat* (a wooden or metal club). If the ball crosses home plate in an area in which the batter could have hit it (in the strike zone crossing in front of the batter between his knees and armpits) the umpire (standing behind the catcher) calls a "strike," otherwise it is judged to be a "ball." If the batter swings at the ball (and misses) regardless of where it crosses home plate, it is also counted as a strike. When a batter has accumulated three strikes, he is "out" and the next person on his team comes up to bat. If the batter swings and hits the ball with his bat, it is considered a fair or foul ball depending on whether it lands within the field or outside the lines passing through home and 1st base or home and 3rd base. If either a fair or foul ball (flyball) is caught in the air by a member of the team in the field before it touches the ground, the player at bat is "out." A foul ball is counted as a strike only if the batter had less than 2 strikes against him. In other words, a foul ball will never be counted as a third strike causing the batter to be "out"... and he will remain at bat for the next pitch. If a batter gets 4 "balls" before accumulating 3 strikes, he then "walks" to 1st base.

If the batter hits the ball into the field, he will run to 1st base and if possible, on to 2nd base, 3rd base and home plate. He will attempt to run (in sequence) to the furthest base without being "thrown" or "tagged" out by members of the fielding team. A home run is when the batter is able to run around all the bases back to home plate. This is most easily accomplished by hitting the ball over the fence behind the outfield.

If the 1st baseman of the fielding team gets the ball and touches 1st base, the runner is "out." Since you can't have two players (from the team at bat) on the same base at the same time, a player on 1st base must try to run to 2nd base when the ball is hit. If the fielding team is able to throw the ball to the 2nd baseman and he touches the base while holding the ball, the runner being forced to 2nd base is considered "thrown out." The 2nd baseman can now throw to 1st base in an attempt to throw out the runner (batter). This same principle applies also to 3rd base, and home plate. If a runner chooses to attempt to run to the next base, without being forced, then he may be tagged out by a member of the fielding team who touches him with the hand which holds the ball. The runner may try to return to the base he just left, but is only "safe" from being tagged out while part of his body (foot, hand, etc.) is touching a base. A runner may not advance to the next base if a fly ball is caught unless he goes back and touches the base he was leaving. Stealing a base is when a runner attempts to run to the next base while the ball is being pitched.

Batter Up!

Welcome to the most realistic baseball game ever designed. Step up to the plate and try to knock that ball out of the park. You can choose to bunt, steal a base, and control base running. When your team is in the field, you can control the type and location of pitch as well as the fielders.

To Start the Game:

For a two-player game, connect your joystick to port 1 for the red team and port 2 for the blue team. For a one-player game, connect your joystick to either port.

Disk Loading

1. Turn on your Commodore 64, disk drive and monitor.
2. After the red "busy" light on the disk drive goes off, insert the "HardBall" disk into the disk drive with the label side up and close the disk drive door.
3. Type: Load "*", 8, 1 and press RETURN.

Cassette Loading

1. Rewind cassette.
2. Press SHIFT and RUN/STOP keys together.
3. Press "PLAY" on cassette recorder and the game will load and run.

To Restart Game:

To restart the game, press RESTORE.

Select Game Options

Once the game is loaded, you may use either joystick to select a variety of game option combinations such as Home/Visitor, which team (if any) the computer will play (for a one-player game), and whether you want a designated hitter (—DH). For example, a two player game would be selected on lines 1, 2, 7 or 8, depending on who wants to be Home team and whether or not to have a designated hitter. The following sample screen shows the 12 possible choices:

ALL-STARS (Red) Joystick #1	
Visitor	1
Home	2
Visitor	3
Home	4
Visitor-computer	5
Home-computer	6
Visitor	—DH 7
Home	—DH 8
Visitor	—DH 9
Home	—DH 10
Visitor-computer	—DH 11
Home-computer	—DH 12

CHAMPS (Blue) Joystick #2	
Home	
Visitor	
Home-computer	
Visitor-computer	
Home	
Visitor	
Home	—DH
Visitor	—DH
Home-computer	—DH
Visitor-computer	—DH
Home	—DH
Visitor	—DH

Only one line will be displayed at a time (starting with line 1). Move the joystick down or up to view other possible options. When the choice you want to make is displayed, press the fire button to start the game.

Manager's Decision Screen

The four screens displayed during HardBall are: The Manager's Decision Screen, the Pitcher/Batter Screen, Left Field View, and Right Field View.

The game begins with the Manager's Decision Screen. It will also appear if a player presses the space bar on the keyboard any time during the pitcher screen. In this Manager's Screen, pressing the space bar will "Play Ball" (starting the game action or continuing where you left off). This screen will display a selected line-up for both teams. "/" will indicate who is at bat and there will also be an indication of who is on which base (1b, 2b, or 3b), how they bat (Right, Left or Switch), the position they play and their batting average.

Below each team's roster will be a menu of management decision options which each player may select by moving the cursor to that line and pressing the fire button. In the case of "substitution" or "exchange positions", additional screen prompts will be displayed at the bottom (to be explained later).

For the other options, the parameters (indicated here by parenthesis) will be cycled through and displayed one at a time by depressing the fire button when that line is selected (highlighted). The current parameter being displayed is automatically the one selected and remains in force until changed. The option lists are as follows:

For the team in the field (defense)—5 choices:
- Player Substitution
- Exchange Positions
- Outfield (Normal, Shift right, Shift left)
- Infield (Normal or Double Play)
- (NO) Intentional Walk

For the team at bat (offense)—2 choices:
- Player Substitution
- Exchange Positions

If either player selects "Substitution" or "Exchange Positions", the lower portion of the Manager's Decision Screen will change to the appropriate team color. In these modes, press the space bar in the middle of an activity to cancel and return to the game.

Substitution:

A line will be displayed to select "Substitute (from Bench)" with (on Roster)" at which time the underlined entry can be selected by moving the joystick right or left (selecting a player) and pressing the fire button. When the bench entry is specified, you can scroll the list of players on the bench up or down within a 3-line window at the bottom of the screen by using the joystick. Then select the desired player to come onto the field by pressing the fire button. When the roster entry is selected, the cursor can be moved up or down the roster list with the joystick, then press the fire button to select the player to come off the field. Note: Once a player is substituted out (after the first pitch), he can't return to the field and doesn't go to the bench list. The new player coming onto the field will replace him at his current position.

Exchange Positions:

Choose the entry to be filled first in a manner similar to that described above for "substitution" on the line "exchange___ position with ___ position". This will allow vertical scrolling of cursor through the roster positions and will show each corresponding player's full performance statistics at the bottom of the screen. Press fire button to select position to be exchanged. If you select a player in a position for which he is not suited, then an appropriate message (i.e., "player out of position") will be displayed later. There will also be a likelihood of an error in play or poor pitching.

Remember, press space bar to start (or continue) play of the game.

Game Play

Play begins with the pitcher's screen depicting the pitcher, batter, umpire and crowd in the background. Using the joystick, the player representing the pitcher (field team) may select a type of pitch as displayed on the bottom of the screen. He must select one of four choices displayed out of the following eight pitching types:

- **Fastball** (straight and very fast)
- **Fastball** (straight and fast)
- **Offspeed** (straight)
- **Change-up** (straight slower pitch)
- **Curve ball** (a big sweeping curve)
  -for lefthanded pitchers, the ball curves to the right
  -for righthanded pitchers, the ball curves to the left
- **Screwball** (opposite of curve ball)
  -for lefthanded pitchers, the ball curves to the left
  -for righthanded pitchers, the ball curves to the right
- **Sinker** (the ball drops—curves down)
- **Slider** (similar to curve ball, but curves at last moment)

The other player, representing the team at bat, may select his offensive strategy by holding the fire button down while moving the joystick to select one or more options. Upon releasing the fire button, his selection(s) will be made, thus allowing the game to continue (if the pitcher has also made his selection).

Note: Even if no options are desired, this player must press and release his fire button while the joystick is in the neutral position for the game to continue. His options will also appear at the bottom of the screen and will include bunt or base stealing (if appropriate).

When the bench entry is specified, you can scroll the list of players on the bench up or down within a 3-line window at the bottom of the screen by using the joystick. Then select the desired player to come onto the field by pressing the fire button. When the roster entry is selected, the cursor can be moved up or down the roster list with the joystick, then press the fire button to select the player to come off the field. Note: Once a player is substituted out (after the first pitch), he can't return to the field and doesn't go to the bench list. The new player coming onto the field will replace him at his current position.

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Note: If you tell a runner to steal a base and the batter doesn't hit the ball, then the catcher will attempt to throw the lead runner out.

When someone first steps up to bat, some of his statistics will be displayed.

Once both players have made their selections, a new set of choices are presented at the bottom of the screen. The pitcher will be able to select the location of the pitch (i.e., high, inside, etc.) with the joystick and his wind-up will begin once the fire button is released. The batter will be able to select his corresponding location of swing with the joystick and, by pressing the fire button, swing.

When the ball is hit, the receiving fielder will be identified by flashing. The player may use the joystick to position the fielder (back, left, forward, right) to catch the ball. Once the ball is caught, he is presented choices as to where to throw the ball (2nd, 3rd, home or 1st).

Nine pitching zones over home plate:

2	1	2	x = always a strike
1	X	1	1 = high probability of being a strike
2	1	2	2 = low probability of being a strike

Miscellaneous Notes

As a pitcher gets tired, the probability of throwing a strike goes down.

Certain pitchers will be stronger in some pitching types.

If pitch is not in the strike zone, the batter can swing but can't hit the ball.

When the ball is hit, the fielding screen is displayed and (unless it is a foul ball) when the play is completed, the Manager's Decision Screen will be displayed momentarily before returning to the pitching/batting screen.

When bunting with 2 strikes against you, if the ball goes foul, it is considered your 3rd strike.

Runners have the option of running to the next base upon reaching a base after a hit.

Scouting Tips from Bob Whitehead

Say hey! Well, I don't know about you but I'll never get the chance to play and manage on a big league baseball team, probably the same goes for you. Real baseball that is, like you see at the ballpark or on network TV. So I used HardBall to fulfill some of my fantasies and I hope you enjoy doing the same. And, like any good manager, you need to develop a good scouting report. So I thought I would give you a partial scouting report on some of the pitchers to give you a head start.

All-Stars

Frisina—Throws a lot of junk
Peers—Control pitcher
Atkins—Nothing but heat
Estrada—Ace reliever

Champs

Euler—Good screwball
James—Watch for the fastball
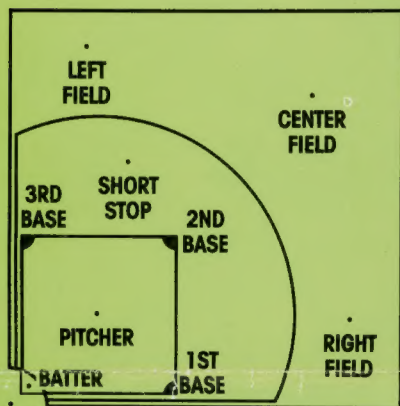Morlini—Bullpen veteran
Tompkins—Smoke

God Bless.

Bob Whitehead

LEFT FIELD
CENTER FIELD
3RD BASE SHORT STOP 2ND BASE
PITCHER RIGHT FIELD
1ST BASE
BATTER
CATCHER
X UMPIRE

HardBall!
by Accolade

Designed by Bob Whitehead
Graphic Artist Mimi Doggett   Music Ed Bogas

HardBall!

commodore 64

IMPORTANT

When the program has loaded leave the PLAY key depressed on the cassette player as more information will be loaded as the game progresses.

IMPORTANT

Une fois que le programme est chargé, continuez à appuyer sur la touche 'PLAY' de votre lecteur de cassette. D'autres renseignements seront chargés au fur et à mesure que le jeu se deroule.

WICHTIG

Nachdem das Spiel geladen ist, die Taste 'PLAY' weiter drücken, da mehr Information im Laufen des Spiels noch geladen wird.

By Accolade